Dance Dance Revolution ULTRAMIX 2

KONAMI

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information   The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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INTRODUCTION

Thank you for purchasing Konami's **DANCE DANCE REVOLUTION ULTRAMIX™2**. For best results, we recommend that you read through this manual prior to playing the game.

Konami is constantly striving to improve the quality of our products to give our customers the best gaming experiences possible. As a result, there may be some slight differences between versions of the same product, depending on when and where you played the game.

DANCE DANCE REVOLUTION ULTRAMIX™2 is an original game product created by KONAMI CORPORATION. The party reserves, jointly or individually, the copyrights and other intellectual property rights with respect to this game product.

CONNECTING TO XBOX LIVE™

TAKE DANCE DANCE REVOLUTION ULTRAMIX™2 BEYOND THE BOX

Xbox *Live*™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

DOWNLOADABLE DANCE DANCE REVOLUTION ULTRAMIX™2 CONTENT

If you are an Xbox *Live*™ subscriber, you can download the very latest content (such as new songs, online competition, internet ranking, characters, challenges and more) to your Xbox console.

CONNECTING

Before you can use Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see **www.xbox.com/connect**.

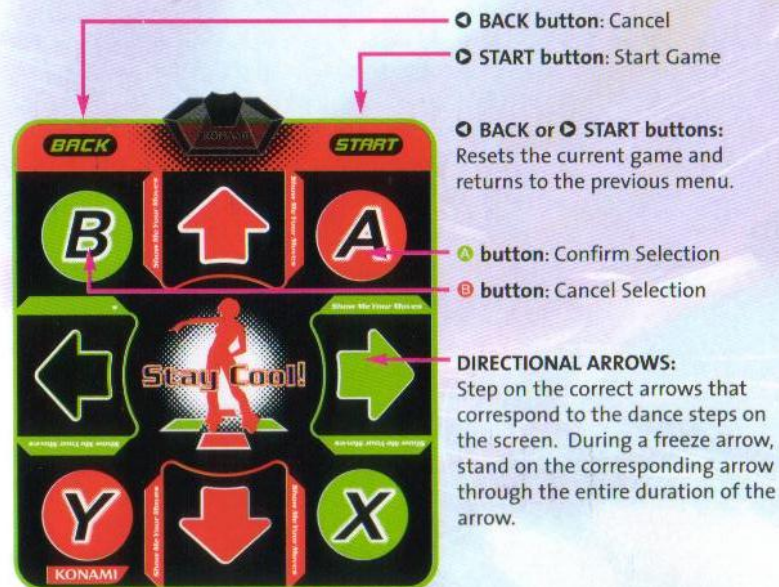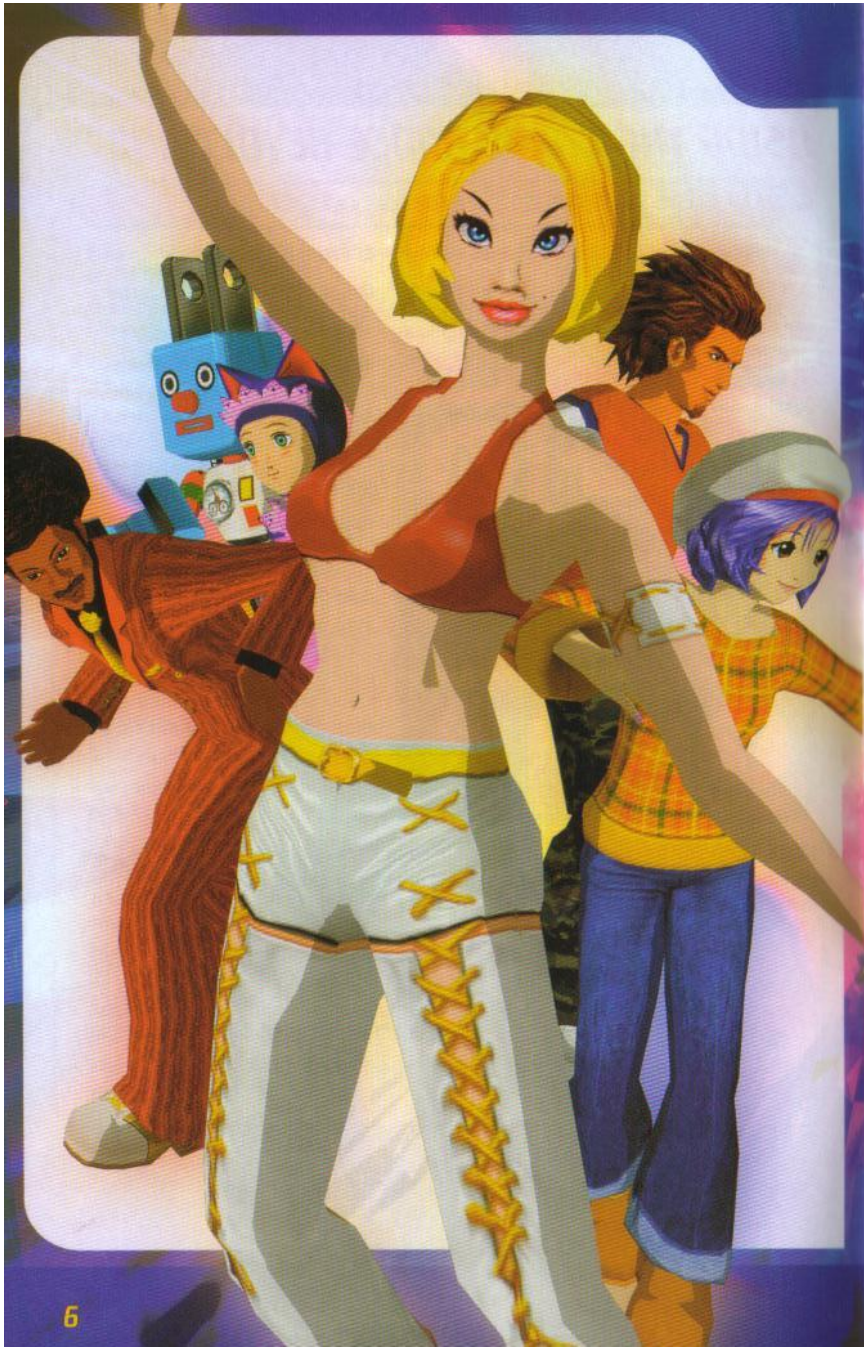# USING THE DANCE DANCE REVOLUTION™ CONTROLLER

- Please read the manual included with the DDR Controller in addition to this manual before use.

- The DDR Controller should be used with care to avoid injury. Konami will not be liable from injuries resulting from improper use of the DDR Controller.

- Bare feet should be used to operate the DDR Controller. Do not use with shoes or stocking feet.

- Persons with heart and respiratory problems, physical impairments (such as, but not limited to, back, joint, foot, musculature, and circulatory problems) that limit physical activity, are pregnant, or have been advised by their physician to limit their physical activity should not use the DDR Controller.

- Persons under the influence of alcohol, or drugs that could impair a person's sense of balance, should not use the DDR Controller.

- The DDR Controller should be used on a clean, flat surface. Do not use the DDR Controller on concrete, rock or any surface with sharp or abrasive objects.

- Remove furniture or other objects in proximity to the DDR Controller, and use it in an area with plenty of space, away from walls or windows.

- Keep the DDR Controller away from open flame and other heat sources.

- Do not use the DDR Controller on a wet surface.

- Small children should be monitored at all times when using the DDR Controller.

- The cord for the DDR Controller should be placed properly to avoid risk of tripping persons.

- If two DDR Controllers are being used, make sure the DDR Controllers are far enough apart to avoid injury to players.

- When the DDR Controller is not in use, it should be removed from the playing area and stored properly.

- The DDR Controller is a delicate piece of machinery. Do not dismantle, modify, or intentionally abuse the DDR Controller. Such actions can void your warranty.

- Audio and video disruptions may occur during game play due to floor vibrations. Adjust the location of the DDR Controller to correct this problem.

- Please do not play the game at times when the noise or vibrations may disturb your neighbors.

USING THE DANCE DANCE REVOLUTION™ CONTROLLER

○ BACK button: Cancel

○ START button: Start Game

○ BACK or ○ START buttons: Resets the current game and returns to the previous menu.

Ⓐ button: Confirm Selection

Ⓑ button: Cancel Selection

DIRECTIONAL ARROWS: Step on the correct arrows that correspond to the dance steps on the screen. During a freeze arrow, stand on the corresponding arrow through the entire duration of the arrow.

NOTE: Some button functions may be different depending on the mode you are playing. Follow the on-screen instructions or refer to the other sections in this instruction manual for more information.

HOW TO PLAY

DANCE DANCE REVOLUTION ULTRAMIX™2 (DDR ULTRAMIX™2) is a game that combines quick reflexes and timing with dance music. All you have to do is press the correct directional buttons or Directional Arrows on the Dance Dance Revolution™ Controller that corresponds to the arrow(s) that appear on-screen. The correct dance arrow must be played when it crosses the permanent arrows inside the Step Zone. The Step Zone for each player is located in the upper part of the screen. Build up your dance meter and continue to the next stage by successfully completing the dance steps. However, if you continue to miss dance arrows, the dance meter level drops. If the meter drops to zero, the game will end.

DANCE GAUGE

MODE DISPLAY

STEP ZONE

FREEZE ARROWS

ARROWS

SCORE

STARTING THE GAME

After the introductory logos are displayed, the Title Screen will appear. Press the Ⓐ or the Ⓞ **START button** to bring up the MODE SELECT Screen. Select GAME MODE, BATTLE MODE, PARTY MODE, CHALLENGE MODE, WORKOUT MODE, Xbox *Live*™, TRAINING MODE, EDIT MODE, RECORDS or OPTIONS. Enter the selection with the Ⓐ or the Ⓞ **START button**.

GAME MODE:
This is the main mode for **DDR ULTRAMIX**™**2** and is identical to the style of gameplay and difficulty found in the arcade versions.

BATTLE MODE:
This mode allows players to battle it out for ultimate dancing supremacy. Choose from Score Battle (a high score competition involving 2-4 players simultaneously) or Point Battle (a head-to-head competition based on step accuracy). Both Score and Point Battle are available in Single and Double play mode.

PARTY MODE:
This mode allows players to play with and compete against their friends. Choose from Attack Mode (a head-to-head competition in which individual directional arrow combos attack or defend against your opponent), Bomb Mode (a 2-4 player competition to try and blow up your opponent), Quad Mode (a single player mode where one player attempts to dance to songs on 4 DDR Controllers) or Sync Mode (a 2-4 player mode in which all the players must sync their steps - if anyone breaks the full combo, the round is over).

WORKOUT MODE:
This mode adds fitness goals while counting the number of calories burned during play. You can also track workout results over a period of time.

XBOX *LIVE*™ :
Go Online with Xbox *Live*™ and gain the ability to download new songs, new challenges and new characters. You can also upload and download user-edited step data. You can compare your best scores with people around the country. You will also be able to compete with friends via Xbox *Live*™ and go for the highest rankings online.

CHALLENGE MODE:
This mode has players complete specific challenges while playing chosen songs. Complete each of the six challenges in all five difficulty levels.

TRAINING MODE:
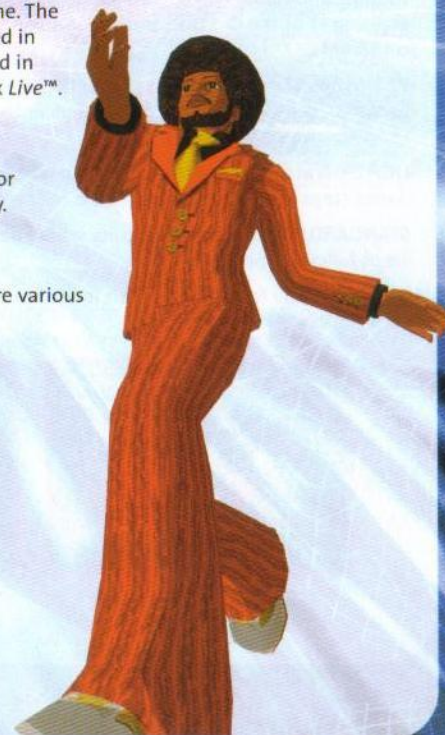This mode allows players to practice and master difficult songs.

EDIT MODE:
This mode allows players to create original dance routines to any song in the game. The dance steps can be saved and re-played in **DDR ULTRAMIX**™**2**. Dance steps created in Edit Mode can also be shared via Xbox *Live*™.

RECORDS:
This section displays the high scores for each section and your workout history.

OPTIONS:
This section allows players to configure various settings to their individual tastes.

GAME MODE

At the MODE SELECT Screen, highlight GAME MODE and press the Ⓐ or the Ⓞ START button to select a play style. Select from SINGLE or DOUBLE play mode and confirm the selection with the Ⓐ or the Ⓞ START button.

SINGLE: One controller per player. (4 Panels per player)

DOUBLE: One player uses two controllers. (8 Panels per player)

After the style has been selected, select a difficulty level using Up and Down on the Directional pad. Select from BEGINNER, LIGHT, STANDARD or HEAVY difficulty and confirm the selection with the Ⓐ or the Ⓞ START button. Up to three additional players can join in by pressing Ⓐ or the Ⓞ START button on their controllers.

BEGINNER: The easiest difficulty for those new to the game. Follow the on-screen dancer to learn how to step properly.

LIGHT: Default difficulty for each song where dance steps follow normal patterns.

STANDARD: Intermediate difficulty where dance steps follow complex patterns.

HEAVY: Strictly for DDR pros. This is the hardest level of difficulty where dance steps follow insane patterns.

GAME MODE (GETTING STARTED)
1) SELECT MUSIC

After the play style and difficulty level have been selected, the Select Music Screen will appear. Use the Left/Right directional buttons on the controller or the Left/Right Directional Arrows on the DDR Controller to cycle through the different songs. A preview of each song will play automatically before a selection is made.

While browsing through different songs, you can access the following additional functions. When all adjustments are made, confirm a song selection with the Ⓐ **button**.

CHANGE DIFFICULTY

Tapping the Up/Down directional buttons or up/down Directional Arrows on the DDR Controller will toggle between the BEGINNER, LIGHT, STANDARD and HEAVY difficulty settings. The colors associated with these difficulties are pink (BEGINNER) yellow (LIGHT), blue (STANDARD) and green (HEAVY).

Within these difficulty classifications, a foot rating and groove radar rates the difficulty of each song. Understanding these two rating systems is helpful when choosing songs that are appropriate for your skill level.

FOOT RATING

The foot rating scale is the original DANCE DANCE REVOLUTION™ rating system based on a ten foot scale. The higher number of feet in a song indicates a harder difficulty (1 = easiest, 5 = average, 10 = hardest). The ratings for LIGHT, STANDARD and HEAVY are always shown. There are no ratings for BEGINNER.

GROOVE RADAR

The groove radar is a graphical representation of a song's difficulty based on the following five attributes:

STREAM: Overall density in the dance step patterns.
CHAOS: The degree of irregularity/complexity in the step patterns.
FREEZE: The number of freeze arrows in the step patterns.
AIR: The number of jumps (i.e. player's airtime) in the step patterns.
VOLTAGE: The degree of maximum density in the dance step patterns.

Each song is calculated with these five attributes, plotted on a pentagonal chart and graphed. The resulting graph occupies a specific area size on the pentagonal chart. As a general rule, when the overall area size increases, the difficulty of the song increases.

MUSIC SORTING

By pressing the **START button** or by selecting Sort from the song selection, the songs can be sorted according to default arrangement, alphabetical order (ABC), speed of song (BPM) or artist order (ARTIST). Toggle the different sorting classes by repeatedly pressing the **START button** or by pressing SORT repeatedly.

ACCESS EDIT DATA

By pressing the up or down button on the Directional pad, you can load customized edit data that was previously saved on your Xbox® Hard Drive. If a song has edit data available for it the word "EDIT" will appear on the songs text box. Scroll through the difficulties until you see the desired edit. Edit data shows up in Purple. Press the **button** to select the edit data and it will use the customized steps during the game. For more information on EDIT MODE, see p. 22.
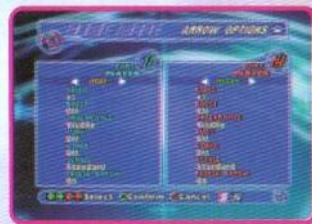

RANDOM SELECTION

The default arrangement for the song selection features a RANDOM option which will randomly pick a song from the available songs.

2) ARROW OPTIONS

Arrow Options can be selected for each song by pressing and holding down the **button** when making a song selection. An Options Menu will appear on the screen allowing for various attributes to be adjusted. When playing a multiple player game, all players can independently set their own Arrow Options at the same time using the same Options Menu. When the desired Arrow Options are selected and finalized, highlight EXIT and press the **button** to exit the menu and begin playing the previously selected song.

STEP: The overall difficulty level of the song can be set to BEGINNER, LIGHT, STANDARD or HEAVY.

SPEED: Adjust the scrolling speed of the dance steps by six different speed levels; x1 (default speed), x1.5, x2, x3, x5 and x8. This selection does not affect the playback speed of the music.

BOOST: When this option is turned ON, dance steps will gradually accelerate to the designated speed as they are scrolled. The normal default setting is OFF.

APPEARANCE: The appearance of the dance steps during gameplay can be altered as follows:

VISIBLE: Dance steps are fully visible at all times (normal default setting).

HIDDEN: Dance steps will vanish unexpectedly.

SUDDEN: Dance steps will appear unexpectedly.

PHANTOM: Dance steps appear unexpectedly and then disappear shortly thereafter.

STEALTH: Dance steps are not displayed on-screen at all.

TURN: The dance step patterns can be rearranged as follows:
OFF: Dance step patterns are not rearranged (normal default setting).

MIRROR: This mode rotates the dance step patterns 180 degrees.

LEFT: This mode rotates the dance step patterns 90 degrees to the left. Not available in Double Mode.

RIGHT: This mode rotates the dance step patterns 90 degrees to the right. Not available in Double Mode.

SHUFFLE: This mode shuffles the dance step patterns so that it appears in a random order. Not available in Double Mode.

OTHER: Very fine adjustments to the difficulty can be made as follows:

OFF: No fine adjustments to the difficulty (normal default setting).

LITTLE: This mode simplifies the dance step patterns. This is useful in trying to learn songs at harder difficulty levels.

FLAT: All dance steps are displayed in the same color.

SOLO: Dance steps are displayed in colors based upon beat unit. When playing a two-player game, if either player selects the SOLO option, the option will apply to both players.

DARK: This mode makes you play without a step zone.

HELP: Special arrows that increase the dance gauge when hit properly.

SCROLL: The scrolling method of the dance steps during gameplay can be adjusted as follows:

STANDARD: Dance steps scroll from the bottom of the screen to the top.

REVERSE: Dance steps scroll from the top of the screen to the bottom.

FREEZE ARROW: The inclusion of freeze arrows in the song's step patterns can be toggled ON/OFF. This setting only affects songs that feature freeze arrows.

3) BEGIN PLAYING

BATTLE MODE

In this mode you have two different types of battle modes: Score Battle (Single and Double) or Point Battle (Single and Double). Press the Ⓐ or the Ⓞ START button to select the desired mode.

SCORE BATTLE

In Score Single (4 Panels) mode you can compete against 1-3 opponents (for a maximum competition of 2-4 players simultaneously) in a challenge to see who can get the highest total score. In Double (8 Panels) you play head to head against a single opponent.

STARTING A SCORE BATTLE

1) Select Score Battle Single (4 Panels) or Double (8 Panels).

2) Press the direction right or left to scroll between 2 and 4 players in Single Mode. In Double Mode, you always have a single opponent. Press right to add a player or press left to remove a player.

3) If you have additional friends who wish to play, they can press the Ⓐ **button** to join.

4) Press the Ⓐ or the Ⓞ **START button** to advance to the next screen.

5) If you have CPU opponents, you will have to choose a difficulty level (0 is easiest, 1 is easy, 2 is medium and 3 is hardest).

6) Select difficulty by pressing up or down on the Directional pad.

7) Select the song and begin the Score Battle competition.

POINT BATTLE

This is a two-player head-to-head contest where each player starts with 16 points. Each step is measured against the other and if one player has a better step (i.e. "Perfect" over "Great," "Good" over "Almost," etc.) then their opponent, then a point is taken away from their opponent. The first player to lose their points loses the match. You can Play Single (4 Panels) or Double (8 Panels).

STARTING A POINT BATTLE

1) Select Point Battle Single (4 Panels) or Point Battle Double (8 Panels).

2) If you have an additional friend who wishes to play, they can press the Ⓐ **button** to join.

3) Press the Ⓐ or the Ⓞ **START button** to advance.

4) If you have a CPU opponent, you will have to choose a difficulty level (0 is easiest, 1 is easy, 2 is medium and 3 is hardest).

5) Select difficulty by pressing up or down on the Directional pad.

6) Select the song and begin the Point Battle competition.

PARTY MODE

In this mode you can choose between ATTACK, BOMB, QUAD, and SYNC.

ATTACK MODE

In Attack Mode you can compete head to head in a challenge to knock the opponent's Step Zone down to zero. Use individual arrow direction combos to attack your opponent or defend yourself against attack. Get a five arrow combo of Down Arrows and send your opponent's Step Zone down a step. Get five up arrows to recover from an opponents attack and move your step gauge up a level. A Left Arrow five combo will send a virus to your opponent so that his next attack or recover will not work. A Right Arrow five combo will create a firewall to block a virus attacks. Please note that left and right are opposite if you are playing on the right side.

STARTING ATTACK MODE

1) Select Attack Mode.
2) View the rules screen then Press the Ⓐ button.
3) If you have an additional friend who wishes to play, they can press the Ⓐ button to join.
4) Press the Ⓐ or the ⓞ START button to advance.
5) If you have a CPU opponent, you will have to choose a difficulty level (0 is easiest, 1 is easy, 2 is medium and 3 is hardest).
6) Select difficulty by pressing up or down on the Directional pad.
7) Select the song and begin the Attack competition.

BOMB MODE

In Bomb Mode you can compete against 1-3 opponents (for a maximum competition of 2-4 players simultaneously) in a challenge to avoid the bomb and have it blow up your opponents. You need to get a Five Combo to pass the bomb before its time runs out and it explodes to put you out of the game. If you are holding the bomb at the end of the song you lose.

STARTING BOMB MODE

1) Select Bomb Mode.
2) View the rules screen then Press the Ⓐ button.
3) Press the direction right or left to scroll between 2 and 4 players. Press right to add a player or press left to remove a player.
4) If you have additional friends who wish to play, they can press the Ⓐ button to join.

5) Press the Ⓐ or the ⓞ START button to advance to the next screen.
6) If you have CPU opponents, you will have to choose a difficulty level (0 is easiest, 1 is easy, 2 is medium and 3 is hardest).
7) Select difficulty by pressing up or down on the Directional pad.
8) Select the song and begin the Bomb competition.

QUAD MODE

In Quad Mode, one player can play with 16 Panels by using 4 DDR Controllers.

STARTING QUAD MODE

1) Select QUAD Mode.
2) View the rules screen then Press the Ⓐ button.
3) Select difficulty by pressing up or down on the Directional pad.
4) Select the song and Press the Ⓐ or the ⓞ START button.
5) Choose the order for your Dance Pads. Press left or right to select a Controller port and then Press the Ⓐ or the ⓞ START button on each controller to choose. You will do this 4 times.
6) Begin Quad Mode.

SYNC MODE

In Sync Mode you can compete with 1-3 friends or computer buddies (for a maximum of 2-4 players simultaneously) in a challenge to see if you can all sync your steps and make it through the entire song without missing a step. One Good step or lower and your game is over by any player. This is very challenging for a group.

STARTING A SYNC MODE

1) Select Sync Mode.
2) View the rules screen then Press the Ⓐ button.
3) Press the direction right or left to scroll between 2 and 4 players. Press right to add a player or press left to remove a player.
4) If you have additional friends who wish to play, they can press the Ⓐ button to join.
5) Press the Ⓐ or the ⓞ START button to advance.
6) If you have a CPU buddy, you will have to choose a difficulty level (0 is least skilled, 1 is somewhat skilled, 2 is moderately skilled and 3 is most skilled).
7) Select difficulty by pressing up or down on the Directional pad.
8) Select the song and begin the SYNC challenge.

WORKOUT MODE

DDR ULTRAMIX™2 provides a great workout that boosts your strength and endurance while building muscle tone. In the Workout Mode the game tracks how many calories you have burned. Up to 4 players can work out at the same time. Just press the Ⓐ **button** at the main graph screen. All you have to do is: set your weight by pressing left or right on the Directional pad, select your difficulty by pressing up and down on the Directional pad, select a song and get started. After that the game will continue to pick songs until you press the Ⓞ **START button** or the Ⓞ **BACK button** to quit out.

1) SELECT SONGS:
As a general rule, songs with faster tempos are more complicated and will give you a greater workout than songs with slower tempos.

2) WORKOUT RESULTS:
At the conclusion of your individual song workout or your workout program, the results are tabulated on a special screen. The following information is tracked while you workout:

STATISTICAL DATA:
ODOMETER CURRENT: The amount of simulated miles that you did in the latest workout.

OVERALL: The total amount of simulated miles that you did through all workouts.

PEDOMETER: The total number of steps for the current workout

WORKOUT GRAPH: Shows your progress over time.

CALORIES: The amount of calories burned during the current session.

OVERALL: The total calories you have burned throughout all workout programs.

CHALLENGE MODE

This mode requires the player to complete specific challenges while playing pre-selected songs or a part of a song. These challenges range in a wide variety of songs, difficulty settings and scenarios. In most cases, the objective is not to play a song from start to finish, but instead, play portions of songs with various requirements or conditions. Challenge Mode is recommended for advanced players, but various difficulty levels allow anyone to enjoy this mode. There are five difficulty levels (PRACTICE, LIGHT, STANDARD, HEAVY and EXTRA) and each difficulty level contains six challenges. Work your way through each challenge and after you have successfully completed a difficulty class, move up to the next set of challenges in a higher difficulty. In addition, with the use of Xbox *Live*™ you will be able to download additional challenges.

TRAINING MODE

The Training Mode is designed to help you practice any songs featured in DDR ULTRAMIX™2. This mode is especially useful when learning harder songs at higher difficulty levels. You can practice the entire song or concentrate on a specific portion of a song that gives you the most trouble.

TRAINING MENU SETTINGS:
SONG: Select the song you wish to practice by pressing left or right on the Directional pad. The song that is currently displayed on the screen will be the song you will practice.

STYLE: Select from SINGLE or DOUBLE.

DIFFICULTY: Select BEGINNER, LIGHT, STANDARD, or HEAVY difficulty. It will also cycle through any available Edit Data for the chosen song.

HANDCLAP: This setting helps you learn the timing needed to hit the arrows correctly by using handclaps.

METRONOME: This setting helps you learn the rhythm needed to hit the arrows correctly by using a Metronome.

TIMING: Instead of Boo, Good, Great and Perfect, this setting tells you the timing of your step with Early, Late, Just (Perfect) and Miss.

MUSIC: Turn the Music On and Off.

MUSIC SPEED: Use this setting to change the tempo of the songs. There are five settings available, with 5 being the default regular speed.

PLAY AREA: Choose WHOLE to play the entire song or CUSTOM to play a portion of the song of your choosing.

START: When practicing a portion of a song, use this setting to choose the starting point.

END: When practicing a portion of a song, use this setting to choose the ending point.

XBOX LIVE ™

If you are a subscriber to the Xbox Live™ service, you can use Xbox Live™ to go online and play **DDR ULTRAMIX™2**, download new songs and other content, upload/download new step data, rank your best scores against other players across the country and even chat with other **DANCE DANCE REVOLUTION™** fans.

STARTING AN XBOX LIVE ™ GAME

1) Select Xbox Live™ from the Title Screen.

2) Select a live account and logon to Xbox Live™. If you do not have an account you can create a new one. Please refer to your Xbox Live™ manual for further instructions.

3) Enter your pass code and logon.

4) Follow the on-screen instructions.

XBOX LIVE ™ MAIN MENU

Once you are successfully logged on to the Xbox Live™ service, there are several modes that can be selected from the menu.

QuickMatch: This is the fastest way to get started. Select QuickMatch and it will randomly select a game for you from the available online games.

OptiMatch: Set desired match options and search for a game. The criteria to select from are as follows:

Game Mode: Single or Double

Game Type: Score Battle, Point Battle (See Battle Mode p. 14 for more information), Attack or Bomb (See Party Mode p. 16 for more information).

Difficulty: Step Difficulty Level. Choose from LIGHT, STANDARD, HEAVY or ANY.

Song: Select any currently available song that you have unlocked or downloaded.

Create Match: Create a new session by selecting Game type, Difficulty and Song. You can create a private game for friends or a public game to take on all challengers.

Tournament: Opens the Tournament section to play against up to 15 other players in a tournament format. The Tournament Sub Menu will only be available when a single user is logged onto the console. Tournament matches are always head-to-head (2 players).

Quick Tournament: This is the fastest way to get started. Select Quick Tournament and it will randomly select a game for you from the available online games.

OptiTournament: Set desired match options and search for a game. The criteria to select from are as follows:

Game Mode: Single or Double

Game Type: Score Battle, Point Battle (See Battle Mode p. 14 for more information) Attack or Bomb (See Party Mode p. 16 for more information).

Difficulty: Step Difficulty Level. Choose from LIGHT, STANDARD, HEAVY or ANY.

Song: Select any currently available song that you have unlocked or downloaded.

Friends: This allows you to manage and update your Xbox Live™ friends list within **DDR ULTRAMIX™2**.

Player Rankings: This allows you to view your online statistics and top song records. Also in this section is where you can upload or download user-edited step data. Just go to the bottom of the list and choose Download Edit Data or Share Edit data.

Player Options: Set your online status and voice options.

Download Content: With **DDR ULTRAMIX™2** you will be able to download new songs characters and challenges through Xbox Live™. New content may be added periodically, so always check this area to see if there is anything new to download.

EDIT MODE

EDIT MODE enables you to create a custom designed dance routine for any song featured in **DDR ULTRAMIX™2**. Dance routines can be saved to a memory unit or the Xbox® Hard Drive for future playback or editing. Additionally, the dance routines can be used in Game Mode and Training Mode. Edit data can also be uploaded and downloaded via the Xbox Live™ online service via the Xbox Live™ online service.

MEMORY UNITS:

To save edit data files for playing on other Xbox® video game systems, an Xbox® Memory Unit is required. Insert the Memory Unit into the available Expansion slot before starting play. You can load your edit data files from the same Memory Unit or from any other Memory Unit containing previously saved edit data files.

NOTE: DANCE DANCE REVOLUTION ULTRAMIX™2 (DDR ULTRAMIX™2) uses at least 1 Block of Memory Unit data to save each edit data file. Make sure there is enough free space on your Memory Unit before starting play. Do not insert or remove a Memory Unit while saving/loading files or after the power has been turned ON.

NOTE: It is recommended that you use a regular Xbox® controller when creating edit data in EDIT MODE.

CONTROLS:

Ⓛ trigger: Change cursor's moving units. Red: 1/4th unit, Blue: 1/8th unit, Yellow: 1/16th unit. Green: 1/12th unit (1/12th units can not be selected unless activated in Sequence Menu first).

Ⓡ trigger: Places area mark. Placing two marks in different sections determines the editable area.

● button: Displays the Area Menu.

Up/Down directional button: Scroll sequence data / Change items in the Select Menu / Places or deletes corresponding arrows during recording.

Left/Right directional button: Switch between 1P side or 2P side / Switch menus / Changes the menu select content / Places or deletes corresponding arrows during recording.

○ button: Access Sequence Menu.

Ⓞ START button: Begin recording. Press to stop the recording session.

Ⓑ button: Places Right arrows / Deletes Right arrows that already exist / Cancels command selection.

Ⓧ button: Places Left arrows / Deletes Left arrows that already exist.

Ⓨ button: Places Up arrows / Deletes Up arrows that already exist.

Ⓐ button: Places Down arrows / Deletes Down arrows that already exist / Confirms command selection.

Left thumbstick: Increases scroll speed in the sequence.

Right thumbstick: Changes width of the sequence.

MAIN MENU

When starting Edit Mode you can choose from the following Selections:

New Data: Create a new edit file.

Save: Save edit data. For newly created data the Data Manager will be brought up in Save As Mode.

Data Manager: Manage edit data saved on the Hard Drive or in a Memory Unit.

Guide: View an on-screen tutorial about controls in EDIT MODE. This is very helpful.

Exit: End EDIT MODE and return to the Main Menu.

DATA MANAGER (GETTING STARTED)

In order to use EDIT MODE and create edit data files, you must use Data Manager. The Data Manager is a convenient organizational/management system of all edit data files stored on the Hard Drive or in a memory unit. The Data Manager is created on the Hard Drive the first time the game is started. Within the Xbox® Hard Drive you can save up to 150 different edit data files. Additionally, you can save up to 20 edits on a single Xbox® Memory Unit.

You can also manage edit data saved in the Data Manager. The Data Manager offers many different functions for edit data files, such as copying, renaming, moving, saving, and erasing.

EDIT MENU:

NEW: Create a new edit file.

SAVE: Open menu to save or rename files.

DATA MANAGER: Manage edit data saved on the Xbox® Hard Drive or Xbox® Memory Unit.

OPTIONS: Following settings can be changed in the Options Menu:
    INPUT TYPE: You can set whether the cursor stays in place (KEEP) or moves to the next line after placing an arrow (NEXT).

    BGM: Turns background music ON/OFF during editing.

RECORD OPTIONS: The following settings can be changed in the Recording Option Menu:

PLAY TYPE: Select from WATCH, OVER INPUT, SAVE INPUT, JUDGE 1 and JUDGE 2.

REPEAT: Set loop play ON/OFF.

SPEED: Select the desired playback speed from 1-5 (1 slowest/5 regular).

METRONOME: Turn the metronome assist function ON or OFF.

HAND CLAP: Turn the hand clap assist function ON or OFF.

INPUT SFX: Turn the sound effect for entering/erasing an arrow during Over Input or Save Input ON/OFF.

Sequence Options: Access this section to adjust the arrow sequence in the edit window. See Sequence Options p. 25 for more information.

Area Options: Access this section to adjust a selected area in the edit window. See Area Options on this page for more information.

Guide: View an on-screen tutorial about controls in EDIT MODE.

Exit: End EDIT MODE and return to the Main Menu.

AREA OPTIONS (BLACK BUTTON):

SET AREA:
START: marks the Beginning of the editable area.
END: Marks the End of the editable area.

COPY: Copies the selected area to the Clipboard. The Clipboard stores data temporarily in memory for pasting (see PASTE).

PASTE: Places the data stored on the Clipboard beginning at the cursor.

CUT: Deletes the selected area and temporarily stores the data in memory for pasting (see PASTE).

UNDO: Immediately after RECORDING, up to three previous operations/tasks can be undone. This allows you to correct your mistakes.

DELETE: All arrows in the selected area will be deleted. Clipboard data will not be deleted unless new data is copied to the Clipboard.

REVERSE: Arrows in the selected area will be rearranged by the following options:
MIRROR: All arrows (Up/Down/Left/Right) will be reversed.
UP/DOWN: Only Up/Down arrows will be reversed.
LEFT/RIGHT: Only Left/Right arrows will be reversed.

QUANTIZE: This function is helpful in adjusting the placement of the arrows with the timing of the music. Arrows can automatically be matched to fit the 4th, 8th, or 12th note. Additionally, you can delete all 1/8, 1/12, and 1/16 units by selecting LITTLE from the Quantize menu.

NOTE: Most commands cannot be used until two area marks have been set.

SEQUENCE OPTIONS (WHITE BUTTON):

PLAYSTYLE: Two different types can be set while editing (SINGLE and DOUBLE).

ZOOM: Set the view magnification to OFF, 2X or 4X. When TRIPLE is set to "ON," the ZOOM is OFF, 2X or 3X.

TRIPLE: Record arrows in 12th note positions. 12th note arrows cannot be arranged into tempos outside of 12th note timing.

FREEZE ARROW: Turn the option to enter freeze arrows ON/OFF during recording. When this option is set to ON, regular arrows cannot be placed in the edit file.

The length of the freeze arrow can be adjusted by aligning the cursor at the beginning point of the freeze arrow and holding down the corresponding arrow input button (Ⓐ, Ⓑ, Ⓧ, Ⓨ) while pressing the up/down directional button.

To delete a freeze arrow, hold down the corresponding arrow input button (Ⓐ, Ⓑ, Ⓧ, Ⓨ) while pressing the up/down directional button from the beginning to the end of the freeze arrow. Freeze arrows can also be deleted by positioning the cursor in between the beginning and end of the freeze arrow and pressing the corresponding arrow input button (Ⓐ, Ⓑ, Ⓧ, Ⓨ).

NOTE: To input a freeze arrow when not recording, hold down the desired arrow input button (Ⓐ, Ⓑ, Ⓧ, Ⓨ) and wait until the arrow color turns bright green. Continue holding the desired arrow input button (Ⓐ, Ⓑ, Ⓧ, Ⓨ) and press the up/down directional button to adjust the desired length of the freeze arrow.
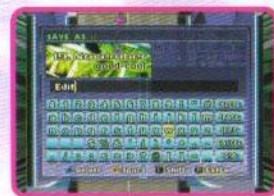
ARROW TYPE: Change the type of arrow displayed.

CURSOR LEVEL: Change the cursor level between 4th, 8th and 16th notes.

GETTING STARTED (EDIT MODE)

1) After starting the game for the first time, the Data Manager is created on the Hard Drive.

2) Select NEW.

3) Select a song.

4) Select a play style (Single or Double).

5) Decide if Konami sample data will be used (If LIGHT, STANDARD or HEAVY is selected, the game will import the song's default step patterns to get you started with the re-editing process).

6) Begin placing arrows to create a new edit.

7) Save the edit data by selecting Save from the Edit Menu.

8) Choose an empty slot in the Data Manager to save the data.

9) Create a name for the edit data file.

10) Saved edit data can be re-edited after loading the data (Select Load from the pop up menu).

USING EDIT DATA IN DDR ULTRAMIX™2

GAME MODE
When at the song selection screen simply press up or down on the Directional pad to choose the edit file. These are shown in purple and are only available for songs that have edit data available.

TRAINING MODE
On the Training Mode screen, highlight difficulty and then press left or right on the Directional pad to choose the edit file. These are shown in purple and are only available for songs that have edit data available.

RECORDS

There are two different sections that can be reviewed.

MUSIC RECORDS: In this section, you can see the High Scores obtained in GAME MODE (Letter Grade and Stage Score).

WORKOUT CHART: View your workout data plotted on an historical graph.

OPTIONS

The Options Mode contains a variety of settings that you can configure to suit your personal tastes. Press the Left/Right directional buttons to cycle through the desired options and press the Ⓐ or the Ⓞ START button to enter. After you have adjusted your settings highlight Exit and press the Ⓐ button to confirm the settings and return to the previous menu. Cancel a selection with the Ⓞ BACK button. Refer to the on-screen instructions for further information.

The following are options available in the Options Menu:

SOUND: Adjust sound settings.

CONTROLS: Vibration settings, Double Play controller settings, and Dance Dance Revolution™ Controller settings.

GRAPHICS: Adjust graphic settings.

GAME: Adjust game settings.

DANCER: Adjust which dancer appears for each player.

CREDITS: View the product staff credits for DDR ULTRAMIX™2 .

EXIT: Press the Ⓑ button to return to the previous menu.

DANCING TIPS AND BEGINNERS GUIDE

Follow these special tips to become a pro player.

- You are not penalized for hitting incorrect dance steps. You are only penalized for not hitting the correct dance steps. Use this technique to your advantage by positioning yourself in advance to perform complex dance patterns.

- Avoid returning to the center while playing. Learn to move around the entire Dance Dance Revolution™ Controller and utilize both feet when possible.

- To execute certain dance patterns, it is sometimes easier to pivot your body and face different directions rather than always looking forward at the screen.

- Practice, practice, practice!! At first you may feel discouraged by failing easy level songs, but eventually you will succeed.

- Don't forget the Beginner difficulty and Training Mode. These are key to learning how to play and mastering difficult songs.

- Remember to use difficulty modifiers, such as LITTLE or SHUFFLE, so that songs at higher difficulties become easier to learn or more fun to play. Also, if you are having difficulty with freeze arrows, turn off the FREEZE ARROW option.

- If you have trouble passing certain songs, remember that you can create your own dance steps for every song in EDIT MODE. This will allow you to enjoy every song in **DDR ULTRAMIX™2**. Over time you can learn how to pass the original version of the song.

- You can learn valuable dance tips and advice from other DANCE DANCE REVOLUTION™ players.

- In some cases, increasing the speed of the arrows will make certain songs easier to play and improve your timing skills.

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"After All (Svenson & Gielen Remix Edit)"
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Edition Excessive Publishing
(administrated by BMG Songs, Inc. (ASCAP)/Musik- Edition Discoton GMBH
BMG Music Publishing Switzerland)
Zomba Songs Inc (BMI)
Chrysalis Songs/ Nettsongs Publishing (BMI)
Performed By Delirium
Courtesy of Nettwerk Productions
© 2003

"Altitude" by Kause (D.Song) and Konception (B. DiLucente)

Alien#Six13 appears courtesy of A Different Drum: www.adifferentdrum.com
"Mello" is from the Alien#Six13 album "Establishing Alpha"
"C Squared" is from the Alien#Six13 album "Establishing Alpha"

"Baile Le Samba"
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Words by Brenda Burch
Performed by B.B.
Produced by Chuck E. Myers
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www.bigideainc.com

"Brick House"
Written by Lionel Richie, Ronald LaPread, Walter Orange, Milan Williams, Thomas Mc Clary, William King
Jobete Music Co., Inc. (ASCAP)
All Rights Reserved. International Copyright Secured. Used By Permission.
Performed By The Commodores
Courtesy of Motown Records under license from Universal Music Enterprises
Motown Records, a Division of UMG Recordings, Inc.
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"Burn For You"
Written By V.Callea,G. Vena, D. Rispoli and V. De Canzio
Four Big Heads Music
Performed By Kreo
Produced, Arranged and Mixed by G. Vena • V. Callea • D. Rispoli for Cop Productions
Courtesy of Robbins Entertainment
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"Disco Break" by Art of Hot (Loöq Records)

Daybehavior appears courtesy of A Different Drum: www.adifferentdrum.com
"Superstar" is from the Daybehavior album "Have You Ever Touched a Dream?"
"Close Your Eyes" is from the Daybehavior album "Have You Ever Touched a Dream?"

"Dam Dariram"
Performed by Joga
Stefano Marcato/Nicola Ferrando/Luca Pernici/Publishing SYM MUSIC

"Don't Stop"
Writers by Matthew Cantor, Aston Harvey, Melvin Glover, Eric Griffin and Noro Morales
Published by Chrysalis Songs (BMI), Irving Music, Inc o/b/o Rondor Music London Ltd., Sugar Hill Music Publishing (BMI) and Fresh Songs. © 1997
Performed By The Freestylers
Courtesy of Mammoth Records, Inc.
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"Dream A Dream (Miami Booty Mix)"
Written by Joachim Muno, Udo Niebergall, Eric Sneo & Maloy
Published by Peermusic (Germany) GMBH/Beatdisaster Publishing
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Echo Image appears courtesy of A Different Drum: www.adifferentdrum.com
"Skulk" is from the Echo Image album "Compuphonic"

Title **EYE SPY**-courtesy of ACM Records, Inc./Published by Rebekah M. Music
ASCAP-USA/www.acmrecords.com-201-796-0848—ACM Records, Inc. PO Box 195
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"Flashdance (What A Feeling)" (Dougal Mix)
Written by Giorgio Moroder, Keith Forsey and Irene Cara
WB Music Corp. (ASCAP), Alcor Music (USA) (ASCAP) /Carub Music (ASCAP) admin by WB Music Corp. and Famous Music Corporation (ASCAP)
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Performed by Magika
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"GYRUSS (FULL TILT)"
by JT.1Up

"I Feel (T.O.Y. Remix)"
Remix by T.O.Y.
www.toy-music.com

"I'm In Heaven"
Written by John Bettis, Steve Porcaro, Jason Nevins
Sony/ATV Tunes LLC
BMG Music Publishing International LTD
Careers- BMG Music Publishing Inc. (BMI)
John Bettis Music (ASCAP)
administered by WB Music Corp.
Performed By Jason Nevins featuring Holly James
Courtesy of Ultra Records
© 2003

"In My Eyes (Midihead Remix)"
by Midihead
www.midihead.com

"Istanbul Café"
by Jesper Kyd
www.jesperkyd.com

"Jam On It"
Written by Maurice Cenac
EMI Virgin Music, Inc.
d/b/a EMI Full Keel Music (ASCAP)
Performed By Newcleus
Courtesy of Rhino Entertainment Co. by arrangement with Warner Strategic Marketing
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"La Cucaracha"
by BiG iDEA MUSiC PRODUCTiONS iNC.
www.bigideainc.com

"Life Is A Game"
Written by Bay, Freisig & Lykke
C; House of Scandinavia/Bucks Music Group Limited
Performed by Arctic Blue
Licensed from H.O.S House of Scandinavia ApS.

"Looking For You"
Boyjazz
In The City Tonight from Frenetic Records
http://www.boyjazz.com
http://freneticrecords.com

"Make a Jam (Dub/House)"
Produced by Tino Saiki
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"MAX 300 (Super-Max-Me Mix)"
Remix by Jondi & Spesh
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"Monkey Punk"
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Performed by Eric Anthony and the Munkee Band
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"Moonlight Shadow (New Vocal Version)"
Written by Mike Oldfield
EMI Virgin Music, Inc. (ASCAP)
Performed by Missing Heart
Produced by David Brandes
for Bros Music GmbH & Co. KG
Produced by David Brandes for Bros Music GmbH & Co. KG

Neuropa appears courtesy of A Different Drum: www.adifferentdrum.com
"Standing Still In Time" is from the Neuropa album "Born"

"Night In Motion"
Performed by Cubic 22
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"Play My Game (Say My Name)"
Performed by Lightning
Licensed from H.O.S House of Scandinavia ApS.
(Music: Frank Ramstad/Lyrics: Frank Ramstad/David Thomassen)
House of Scandinavia ApS/Nichion, Inc.

"Ravers Choice Vol 4"
Performed by Ravers Choice
Licensed courtesy of Runaway Productions
Written by S. Lavan & G. Nelson
Wyze Music Limited / Bucks Music Ltd

"Red Room"
by Jesper Kyd
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"Rubberneckin'"
(Paul Oakenfold Remix-Radio Edit)
Written by Dory Jones and Bunny Warren
Chrysalis Songs o/b/o itself and Elvis Presley Music (BMI)
Bargyle Music LLC c/o Missing Link Music LLC and Cherry River Music Co. (BMI)
o/b/o Elvis Presley Music (BMI)
Performed By Elvis Presley
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"Sleepwalker"
Performed by Perfect Ending
Licensed from H.O.S House of Scandinavia ApS.
(Music & Lyrics: Frank Ramstad)
House of Scandinavia ApS/Nichion, Inc.

"Tittle Tattle" performed by ZONK
Produced by DAVE L
© 2004 Harmony Machine
www.ZONKaholics.com

"TOE JAM"
Written by
Ryan Shupe, Craig Miner, and Chuck E. Myers
Performed by
Craig Miner and the Shuper-sonic Fiddle Symphony
Produced by Chuck E. Myers
Engineered by Nicholas Terry
Recorded at BiG iDEA MUSiC PRODUCTiONS iNC.
www.bigideainc.com

"Tough Enough" title track Vanilla Ninja taken from the album "Traces Of Sadness"
Written & produced by David Brandes for BROS Music GmbH

"Wherever You Are (I Feel Love)"
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Edition Output Music Organization, Hanseatic Musikverlag GMBH & Co KG
Admin. by Warner-Tamerlane Publishing Corp.
Performed by Laava
Produced by Sliteye and Newsky for O.M.O.Remixed by Elephant Music, Edel Records GmbH
Courtesy of Robbins Entertainment LLC

".59 - remix"
Remix by Jesper Kyd
www.jesperkyd.com

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If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on many Konami games.

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Hints are available 24 hours a day. Availability is subject to change.
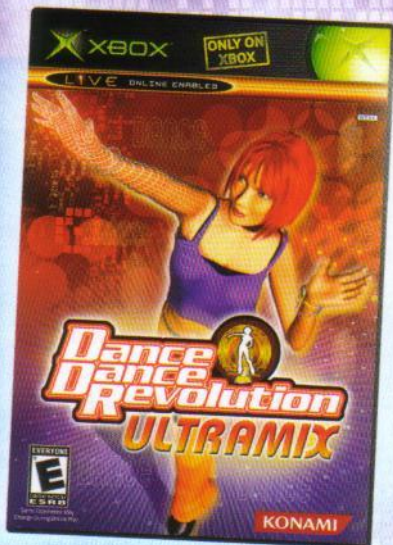
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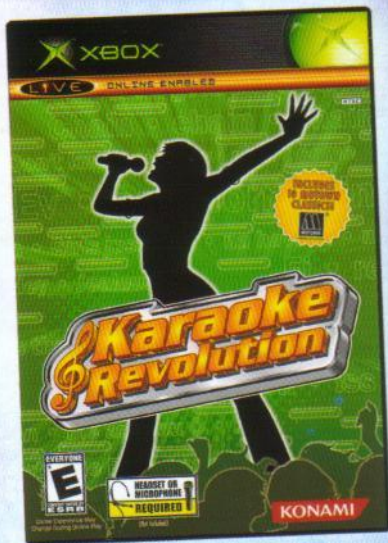When you register your game you will be automatically entered into monthly drawings to win FREE games!